

**IN THE CLAIMS**

1. (currently amended) An information processing editing apparatus for allowing an editor to create final scenes from content information according to a predetermined specification, comprising:

a shared-scene creation module operable allow the editor to define shared scenes, the shared scenes being virtual scenes formed in accordance with an internal format and used to form the final scenes, each of the shared scenes comprising one or more shared objects that are controllable for display to create final scenes, the shared objects being separately controllable independent of the defined shared scenes in which the shared objects are displayed in accordance with the predetermined specification;

a shared-scene processing module operable to enable the editor to select two or more shared scenes, each of the selected shared scenes comprising one or more of the shared objects, to be combined for creating final scenes with the shared objects from each selected shared scene;

an application creation module operable to describe control information in accordance with the internal format based on the shared scenes set by the editor via said shared-scene creation and processing modules; and

an output control module for converting the control information into shared object control information for forming the final scenes in which the shared objects selected by combining shared scenes are specified for display at the same time in the final scenes in accordance with the predetermined specification.

2. (previously presented) An information processing editing apparatus according to claim 1, wherein said shared-

scene processing module further specifies an order of superposition of a plurality of said shared scenes; and

said application creation module further describes said control information for controlling an order of superposition of said shared objects used for each of the final scenes as a state of utilization of shared objects in each of the final scenes in accordance with said order of superposition of said shared scenes.

3. (cancelled)

4. (cancelled)

5. (previously presented) A method according to claim 9, further comprising controlling utilization of the at least one shared object in each of the final scenes based upon the predetermined specification and the shared scenes.

6. (previously presented) A method according to claim 5, further comprising:

specifying an order of superposition of the shared scenes; and

describing the control information to control an order of superposition of the shared objects based upon the order of superposition of the shared scenes.

7. (currently amended) An information editing processing apparatus for allowing an editor to create final scenes from content information according to a predetermined specification comprising:

shared-scene creation means for allowing the editor to define shared scenes, the shared scenes being virtual scenes formed in accordance with an internal format and used to form the final scenes, each of the shared scenes comprising one or more shared objects that are controllable for display to create final scenes, the shared objects being separately controllable independent of the defined shared scenes in which the shared

objects are displayed in accordance with said predetermined specification;

shared-scene processing means for enabling the editor to select two or more shared scenes, each of the selected shared scenes comprising one or more of the shared objects, to be combined for creating final scenes with the shared objects from each selected shared scene;

control-information description means for describing control information in accordance with the internal format based on the shared scenes set by the editor; and

converting means for converting the control information into shared object control information for forming the final scenes in which the shared objects selected by combining shared scenes are specified for display at the same time in the final scenes created in accordance with the predetermined specification.

8. (currently amended) An information processing editing apparatus for allowing an editor to create final scenes from broadcast content information according to a predetermined data broadcasting specification comprising:

shared-scene creation means for allowing the editor to define shared scenes, the shared scenes being virtual scenes formed in accordance with an internal format and used to form the final scenes, each of the shared scenes comprising one or more shared objects that are controllable for display to create final scenes, the shared objects being separately controllable independent of the defined shared scenes in which the shared objects are displayed in accordance with the data broadcasting specification;

shared-scene processing means for enabling the editor to select two or more shared scenes, each of the selected shared scenes comprising one or more of the shared objects, to be

combined for creating final scenes with the shared objects from each selected shared scene;

control-information description means for describing control information in accordance with the internal format based on the shared scenes set by the editor; and

converting means for converting the control information into shared object control information for forming the final scenes in which the shared objects selected by combining shared scenes are specified for display at the same time in the final scenes in accordance with the data broadcasting specification.

9. (currently amended) A computer-implemented method for allowing an editor to create final scenes from shared scenes from content information according to a predetermined specification, comprising:

defining shared scenes, the shared scenes being virtual scenes formed in accordance with an internal format and used to form the final scenes, each of the shared scenes including at least one shared object controllable for display to create final scenes, the shared objects being separately controllable independent of the defined shared scenes in which the shared objects are displayed in accordance with the predetermined specification;

selecting two or more shared scenes, each of the selected shared scenes comprising one or more of the shared objects, to be combined for creating each of the final scenes with the shared objects from each selected shared scene;

describing control information in accordance with the internal format based on the shared scenes; and

converting the control information into shared object control information for forming the final scenes in which the shared objects selected by combining shared scenes are specified for display at the same time in the final scenes in accordance with the predetermined specification.

10. (currently amended) A computer-implemented method for allowing an editor to create final scenes from shared scenes from content information according to a data broadcasting specification, comprising:

defining shared scenes, the shared scenes being virtual scenes formed in accordance with an internal format and used to form the final scenes, each of the shared scenes including at least one shared object controllable for display to create final scenes, the shared objects being separately controllable independent of the defined shared scenes in which the shared objects are displayed in accordance with the data broadcasting specification;

selecting two or more shared scenes, each of the selected shared scenes comprising one or more of the shared objects, to be combined for creating the final scenes with the shared objects from each selected shared scene;

describing control information in accordance with the internal format based on the shared scenes; and

converting the control information into shared object control information for forming the final scenes in which the shared objects selected by combining shared scenes are specified for display at the same time in the final scene in accordance with the data broadcasting specification.

11. (currently amended) A memory device for storing instructions for operating a computer to allow an editor to create final scenes from shared scenes from content information according to a predetermined specification, the instructions comprising instructions for:

defining shared scenes, the shared scenes being virtual scenes formed in accordance with an internal format and used to form the final scenes, each of the shared scenes including at least one shared object controllable for display to create final scenes, the shared objects being separately controllable

independent of the defined shared scenes in which the shared objects are displayed in accordance with the predetermined specification;

selecting two or more shared scenes, each of the selected shared scenes comprising one or more of the shared objects, to be combined for creating each of the final scenes with the shared objects from each selected shared scene;

describing control information in accordance with the internal format based on the shared scenes; and

converting the control information into shared object control information for forming the final scenes in which the shared objects selected by combining shared scenes are specified for display at the same time in the final scenes in accordance with the predetermined specification.

12. (currently amended) An information editing processing apparatus for allowing an editor to create final scenes from intermediate scene templates comprising:

a shared-scene creation module operable to allow the editor to define intermediate scene templates in accordance with an internal format that include one or more shared objects that are controllable in an always on or always off manner for display to create final scenes, the shared objects being separately controllable independent of the defined shared scenes in which the shared objects are displayed in accordance with a predetermined, industry-standard specification;

a shared-scene processing module operable to enable the editor to combine two or more of the intermediate scene templates to form a desired final scene that is a combination of the shared objects contained within the editor-selected intermediate scene templates;

an application creation module operable to form shared-scene definition statements of shared objects files in accordance with the internal format, the shared object files

comprising shared objects from the combined editor-selected intermediate scene templates; and

an output control module for providing description files that include descriptions of links for controlling the shared objects from the shared object files from each editor-selected intermediate scene template, the description files forming a script that complies with the industry-standard specification to display the shared objects at the same time in the final scenes.